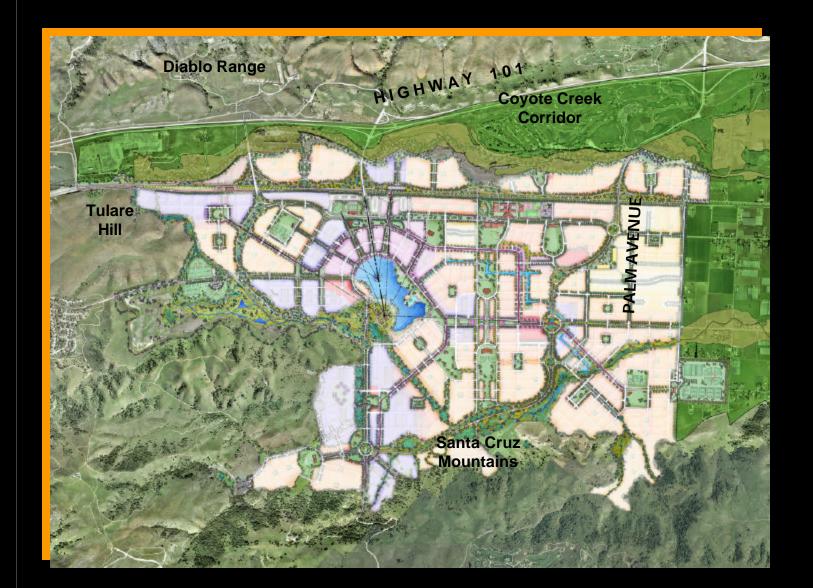


Santa Cruz Mountains

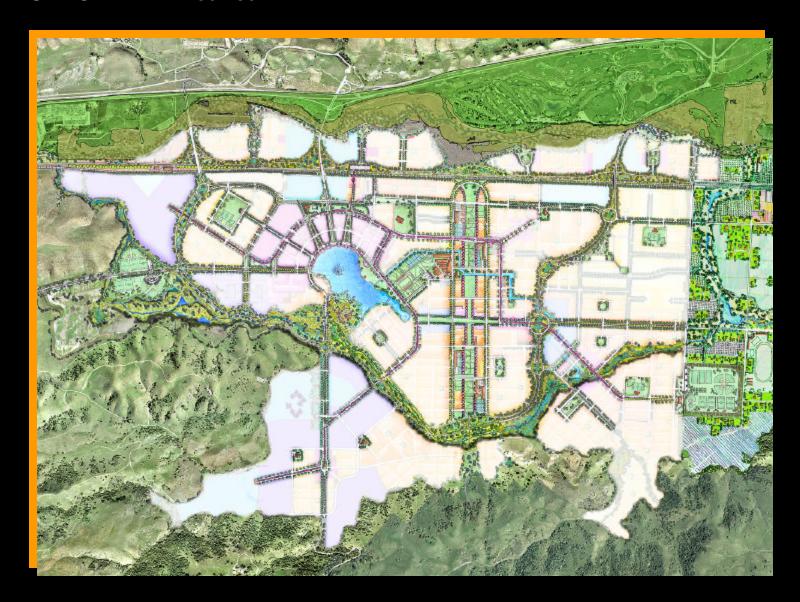


PUBLIC REALM





COYOTE VALLEY SPECIFIC PLAN PUBLIC REALM Modified







PUBLIC REALM Modified

SCHOOLS AND CENTRAL GREEN

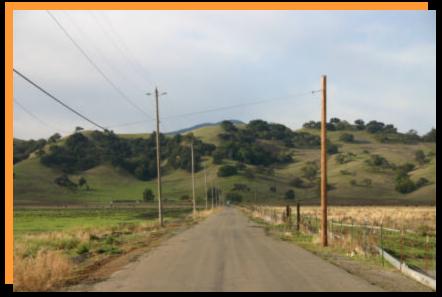


Existing Views





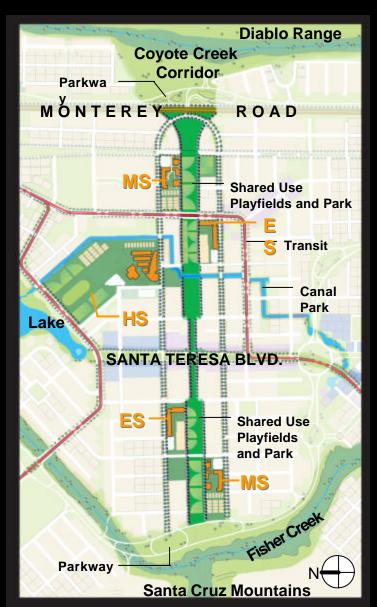
Looking East: Diablo Range



Looking West: Santa Cruz Mountains



Central Commons: Illustrative Plan











Central Commons: Circulation
Diagram





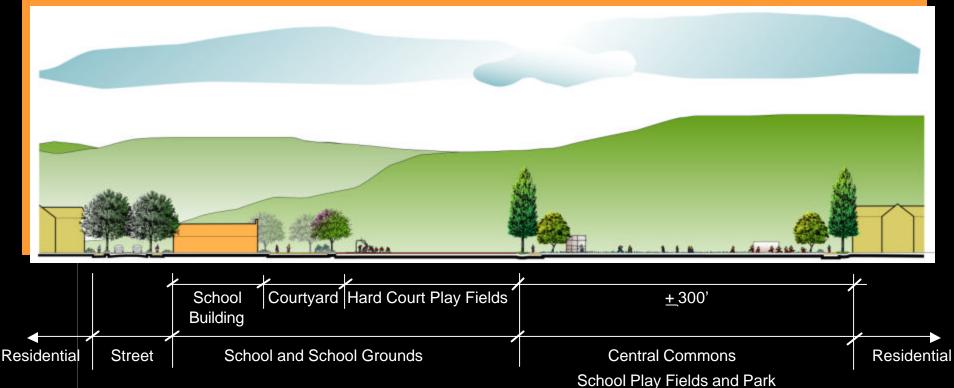






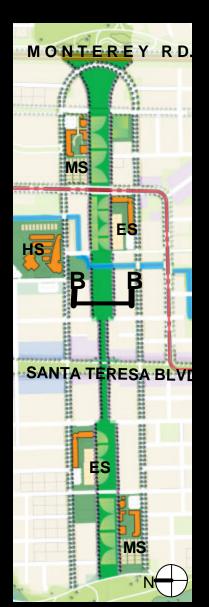
Central Commons: Section A-A

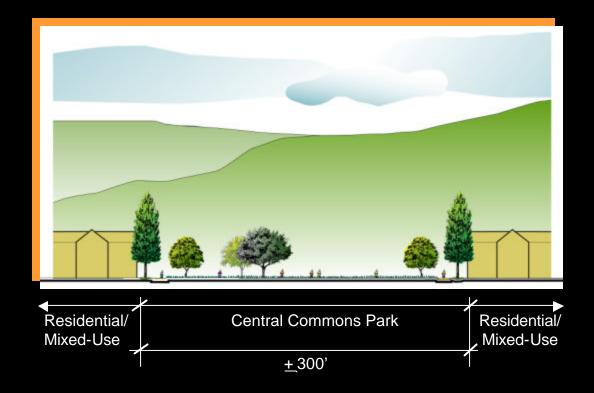






Central Commons: Section B-B



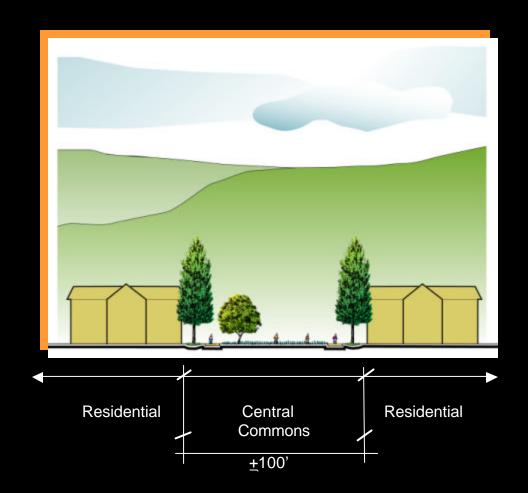




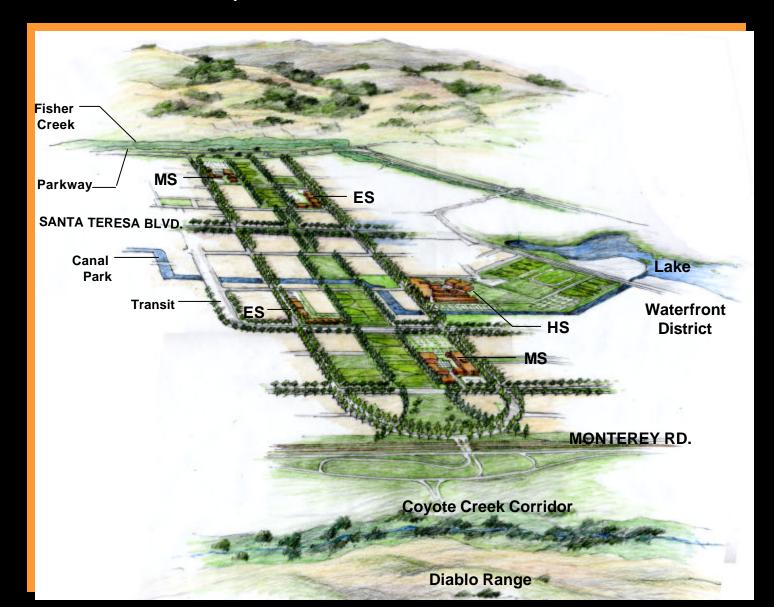
Central Commons: Section C-C

10





Central Commons: Perspective





SCHOOL PLANNING OPTIONS

GOAL #1 – First Class Schools to Enhance Coyote Valley Community GOAL #2 – Efficient Use of Land to Optimize Project Feasibility

- Fixed Assumptions
 - 1. Students per Classroom
 - 2. Square Footage per Student
 - 3. Playfield/Hardcourt Area per Student
- Flexible Assumptions
 - 1. Students per School
 - 2. Single-Level vs. Multi-Level Schools
 - 3. Joint Use of Playfields/Hardcourts
 - 4. Rooftop Hardcourt Areas
 - 5. Structured, Reduced, or Shared Parking



SCHOOL PLANNING STRATEGIES

			<u>Smaller</u>	<u>Larger</u>
	Students per School –	Elem	600 (8)	800 (6)
	(Number of Schools)	Mid	800 (3)	1,200 (2)
		High	1,500 (2)	3,000 (1)
	Building Stories	Elem	1	2 or 3
		Mid	1	2 or 3
		High	1	3
	Joint Use Fields		None	up to 80%
П	Structured Parking		None	up to 100%
	Reduced or Shared Parking	g	None	up to 100%



STUDENTS PER SCHOOL		<u>Smaller</u>	<u>Larger</u>
Assumptions –	Elem	600 (8)	800 (6)
(Students and Schools)	Mid	800 (3)	1,200 (2)
	High	1,500 (2)	3,000 (1)

<u>Larger School Results –</u>

Land Consumption -- save 20 acres (10%)

Construction Costs -- lower due to economies of scale

Operations and Maintenance -- lower due to economies of scale

Facilities and Programs—More options and more specialty facilities amortized over larger student body

Phasing -- more difficult, due to larger increments of development



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BUILDING STORIES

Examples





BUILDING STORIES

		Single Story	Multi-story
Assumptions –	Elem	1	2
	Mid	1	2-3
	High	1	3

<u>Multi-story Strategy Results –</u>

Land Consumption -- save 11 acres (5%)

Construction Costs – comparable to Standard

Operations and Maintenance – higher due to elevators

Phasing – comparable to Standard

Other -- primary grades (K-2 or K-3) must be on ground floor

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JOINT USE FIELDS

Examples





JOINT USE FIELDS

		Stand alone	Share with Parks
Assumptions –	Elem	None	80%
	Mid	None	80%
	High	None	80%

<u>"Efficient" Strategy Results –</u>

Land Consumption -- save 80 acres (40%)

Construction Costs – possibly lower if shared with City Parks

Operations and Maintenance – possibly lower if shared with City Parks

Phasing – departmental coordination required may cause delays

Other -- City Parks may maintain at higher standards than Schools



ROOFTOP HARDCOURTS

Examples





ROOFTOP HARDCOURTS

		<u>Surface</u>	<u>Rooftop</u>
Assumptions –	Elem Mid	60% All Surface	40% None
	High	All Surface	None

<u>"Efficient" Strategy Results –</u>

Land Consumption -- save 3 acres (1.5%)

Construction Costs – incrfeased (reinforced roof vs. asphalt)

Operations and Maintenance – higher than ground level courts

Phasing – comparable to Standard

Other -- primary grades can't use rooftops, must be on ground floor



STRUCTURED PARKING

Examples





STRUCTURED PARKING

		<u>Standard</u>	<u>Efficient</u>
Assumptions –	Elem	None	100%
	Mid	None	100%
	High	None	100%

"Efficient" Strategy Results -

Land Consumption -- save 15 acres (7.5%)

Construction Costs – higher than surface parking

Operations and Maintenance - higher than surface parking

Phasing – comparable to Standard



SHARED OR REDUCED PARKING

		<u>Standard</u>	<u>Efficient</u>
Assumptions –	Elem Mid	None None	50%
			50%
	High	None	50%

"Efficient" Strategy Results -

Land Consumption -- save 11 acres (5%)

Construction Costs - lower than Standard

Operations and Maintenance – lower than Standard

Phasing – may need transit/ped/bike routes in place before reduction

Other – potential conflicts with certain uses at peak hours





School Tour



Empire Elementary School







3.30 Acres; Shared Park, 26.3 Acres;

624 Student Capacity; 26 Classrooms













Horace Mann



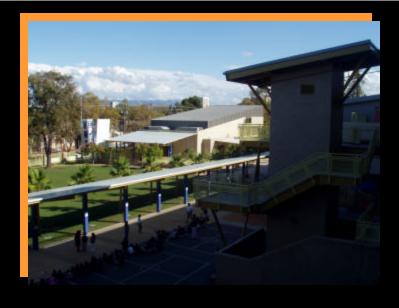




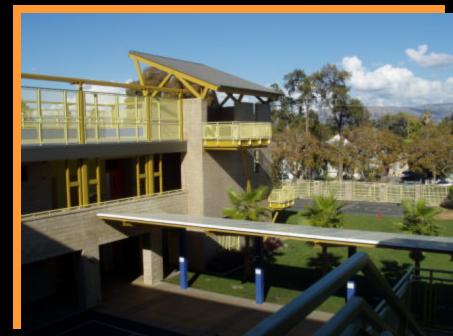














SCHOOL ISSUES

Galarza Elementary School



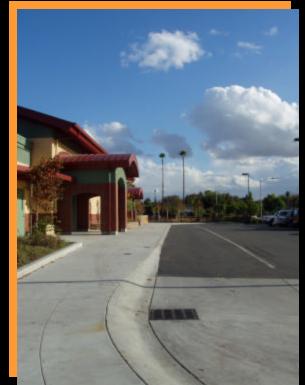




7.33 Acres; 912 Student Capacity, 38 Classrooms













School

Cronsepts

- 1.20-Students per Elementary and Middle School Classroom; 25-students per High School Classroom
- 2.960 sq.ft. per classroom
- 3.Playfield/Hard court Area per: California Department of Education; Guide to School Site Analysis and Development (2000 Edition)



Schematic Elementary School Layout



5.40 Acres - School Site

5.10 Acres - Shared Fields

10.50 Acres - Total



SCHOOL ISSUES 33

Elementary School

	California State Standard	Coyote Valley Specific Plan
Physical Education	7.5 acres	2.40 acres
Shared Fields		5.10 acres
Buildings and Grounds	3.6 acres	1.8 acres
Parking and Roads	0.8 acres	0.7 acres
Kindergarten	0.5 acres	0.5 acres
TOTAL	12.4 acres	10.50 acres



Schematic Middle School Layout



6.81 Acre – School Site

8.53 Acres – Shared Fields

15.34 Acres - Total



SCHOOL ISSUES 35

Middle School

	California State Standard	Coyote Valley Specific Plan
Physical Education	10.7 acres	2.83 acres
Shared Fields		8.53 acres
Buildings and Grounds	6.6 acres	3.92 acres
Parking and Roads	0.8 acres	0.72 acres
TOTAL	18.1 acres	15.34 acres



High School Schematic



41.04 acres total



SCHOOL ISSUES 37

High School

	California State Standard	Coyote Valley Specific Plan
Physical Education	29.19 acres	29.19 acres
Buildings and Grounds	20.30 acres	5.55 acres
Parking and Roads	16.3 acres	1.92 acres
Shared Parking		4.37 acres
	65.79 acres	41.04 acres

38

MULTI-STORIES



Galarza Elementary School

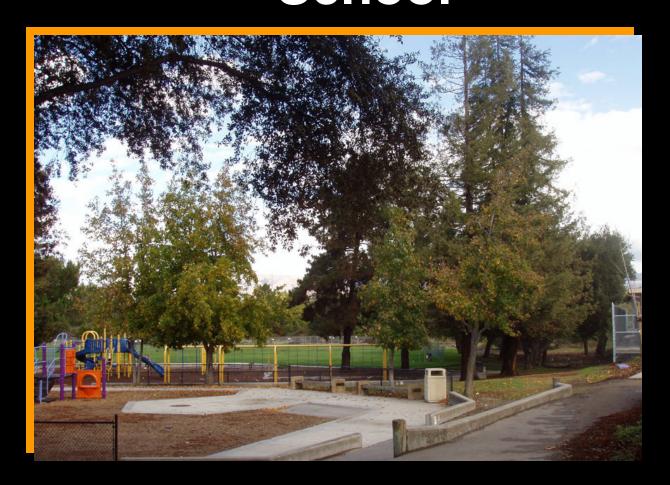


Horace Mann

Empire Elementary School



JOINT USE FIELDS Empire Elementary **School**





PUBLIC REALM Modified

Schools support the Central Green





PUBLIC REALM Modified

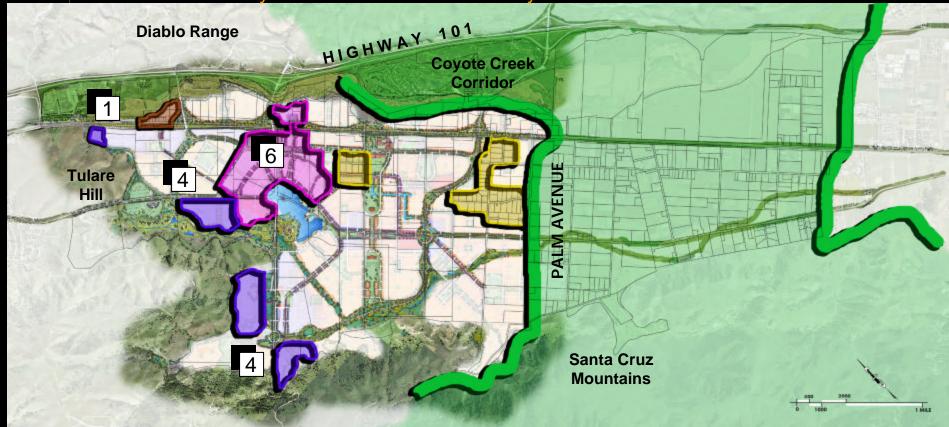
LAND USE:

WORKPLACE ALTERNATIVES



LAND USE PRINCIPLES AND ASSUMPTIONS

- 1 Develop appropriate buffering land use & maintain adequate distance between Metcalf Power Plant & any residential.
- 2 Maintain the Hamlet as a unique historic neighborhood.
- 3 Maintain a distinct rural break between San Jose & Morgan Hill.
- 4 Maintain existing industry driving workplace users opportunities.
- 5 Preserve, protect & transition around existing residential neighborhoods.
- 6 Greatest intensity & mix of uses at community core.



LAND USE PRINCIPLES AND ASSUMPTIONS

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4 - Maintain existing industry driving workplace users opportunities.



W

COYOTE VALLEY SPECIFIC PLAN

LAND USE PRINCIPLES AND ASSUMPTIONS

6 - Greatest intensity & mix of uses at community core.



View from Bailey Ave.



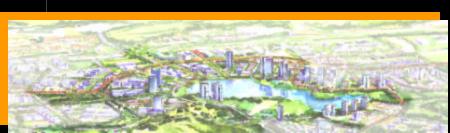








Santa Teresa Blvd. around the lake

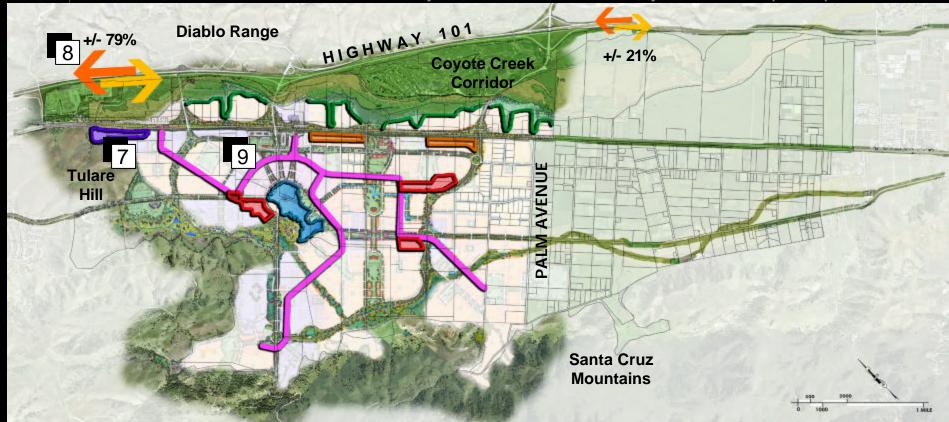






LAND USE PROPOSALS

- 7 Lower intensity workplace facilities along railroad.
- 8 Most (79%) of non-local workers will live to the north, so workplaces should remain <u>primarily</u> in the north.
- 9 Uses should intensify along fixed guideway transit.
- 10 Local retail should be convenient to both transit & auto.
- 11 Higher density residential can use structured parking to buffer railroad.
- 12 Residential uses east of Monterey Road can orient to Coyote Creek open space.





LAND USE PROPOSALS

9 - Uses should intensify along fixed guideway transit.

10 - Local retail should be convenient to both transit & auto.

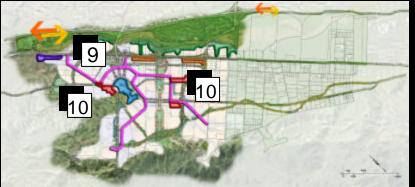




Auto convenient retail



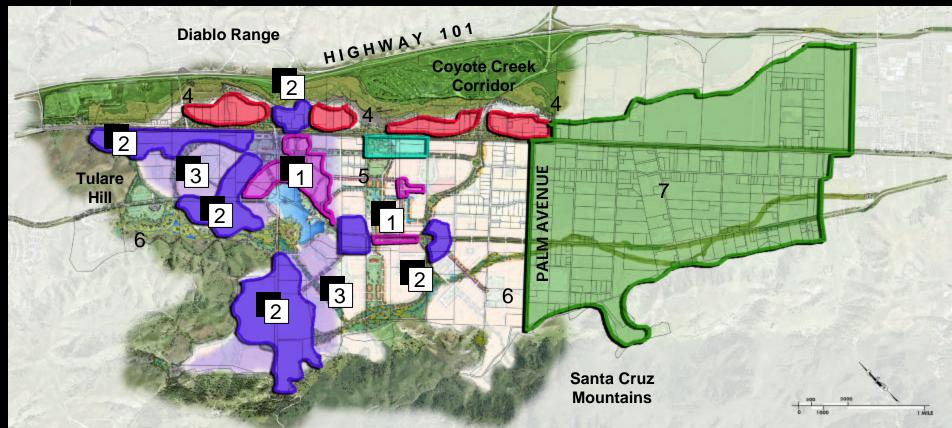






LAND USE ISSUES

- 1 A substantial component of industry driving jobs should be accommodated in mixed use areas.
- 2 Maintain some traditional corporate campus opportunities.
- 3 Intensify workplace by using structured parking to allow a greater proportion of family housing
- 4 Provide options for large format & big \$ (i.e. auto) retail sales tax generators along Monterey Road.
- 5 Locate high school away from railroad & consider possibility of 2 smaller high schools.
- 6 Locate regional play fields in greenbelt and / or Laguna Seca detention area.
- 7 Acquisition, agricultural viability, environmental / land value enhancement.





LAND USE ISSUES

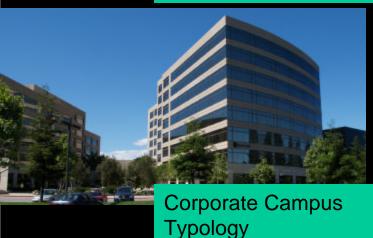
1 - A substantial component of industry driving jobs should be accommodated in mixed use areas & a small proportion even in urban high rise.

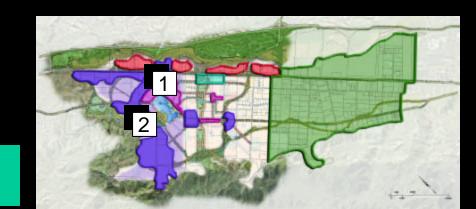
2 - Maintain some traditional corporate campus opportunities.



Within Mixed Use

	Sn	Small		dium :	Large
	<10	10-35	35-100	100-1000	1000+
Share of Workers	12%	18%	21%	34%	15%
Share of Companies	70%	19%	7%	3%	1%
Number of Workers	43,810	63,580	74,960	120,290	52,930
Number of Companies	13,070	3,440	1,320	540	20







LAND USE ISSUES 49

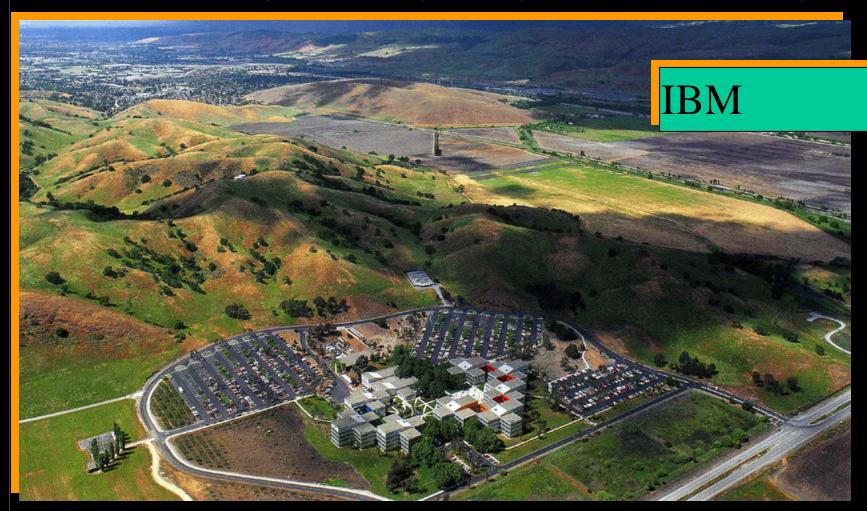
3 - Intensify workplace by using structured parking to allow a greater proportion of family housing





LAND USE ISSUES 50

3 - Intensify workplace by using structured parking to allow a greater proportion of family housing





WORKSPACE-RELATED GOALS AND STRATEGIES

- ■GOAL Minimum of 50,000 Jobs plus 25,000 homes
 - Strategy Achieve relatively high average workspace density
- ■GOAL Mix of densities and business types
 - Strategy Provide broad range of buildings/environments
- ■GOAL Financially feasible plan for private development
 - Strategy Provide flexibility for near-term market opportunities
- ■GOAL Triggers linking housing development to jobs
 - Strategy Attract near-term jobs to allow housing that can support up-front financial burden



CVSP WORKSPACE PLANNING CHALLENGES

■Poor Near-Term Market Conditions —

200,000+ Silicon Valley jobs lost from 2000-present 60 million+ square feet of vacant space in Silicon Valley Lease rates have fallen, may not meet feasibility thresholds Speculative building much less likely than build-to-suit

■Competition with Other Employment Areas – Examples:

Downtown – available buildings, urban amenities, synergies

North San Jose/North First Street – available buildings, synergies, potential for intensification

Edenvale -- available buildings/land, bioscience cluster

Current Coyote Valley Conditions –

Lacks infrastructure, urban amenities, business synergies



CVSP WORKSPACE PLANNING OPPORTUNITIES

Current and Future Coyote Valley Attributes —

Natural beauty and open space amenities

Vibrant urban environment

Ample housing within Coyote Valley

Transportation access and service

Sites for Large Companies —

Few large campus sites available in interior Bay Area

Past and present interest among large companies

San Jose Employment Trends –

Largest employment base among Silicon Valley cities

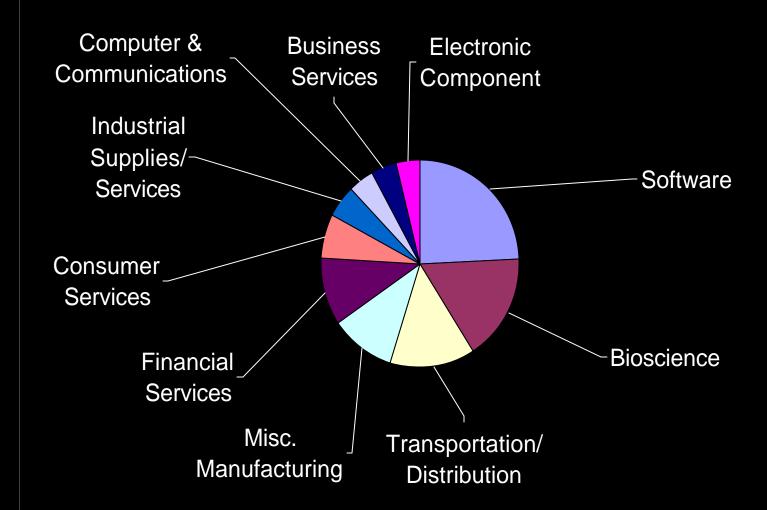
San Jose expected to gain 120,000 - 140,000 jobs through 2020

Increasing densities of buildings and jobs



SAN JOSE WORKSPACE DEMAND BY KEY INDUSTRY THROUGH 2020

Source: San Jose Economic Development; EPS

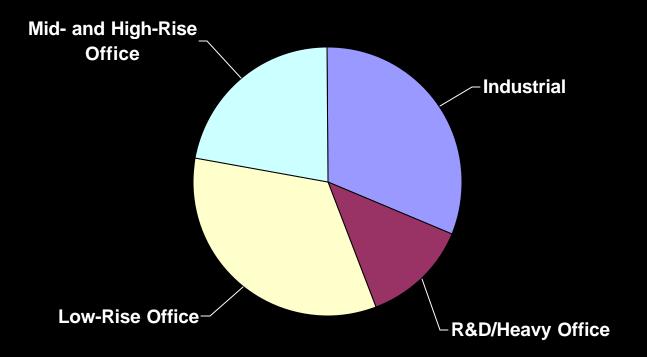




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SAN JOSE WORKSPACE DEMAND BY BUILDING TYPE THROUGH 2020

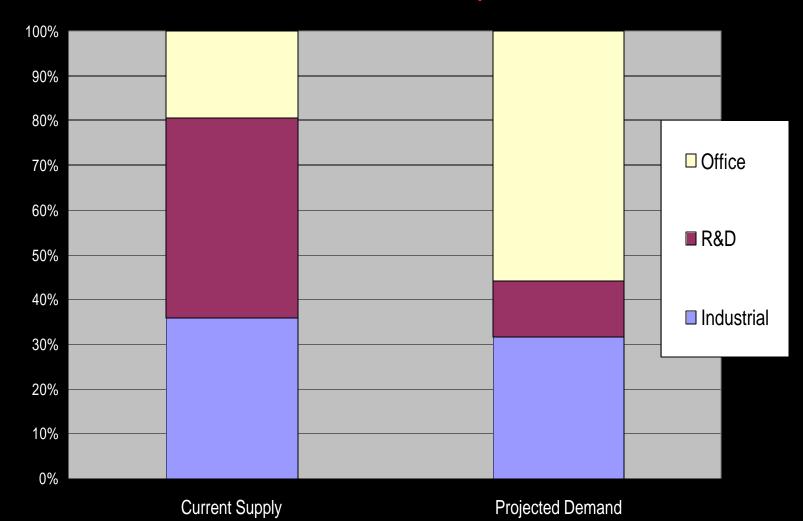
Source: San Jose Economic Development; EPS



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WORKSPACE CURRENT SUPPLY VS. DEMAND THROUGH 2020

Source: BT Commercial; San Jose Economic Development; EPS





OPTIMIZING COYOTE VALLEY'S COMPETITIVE POSITION

Capture broadest possible market --

Pace of development aided by providing wide mix

Allow for low-scale development as well as taller buildings

Provide for multi-building tenants and multi-tenant buildings

Do not preclude industrial users altogether

Match building types with locations --

Some office/R&D in campus settings

Much small/multi-tenant office in mixed-use/urban environs

Industrial on lowest-value sites or where buffering allows

Provide adequate access (bike/ped, transit, parkway, freeway)



OPTIMIZING COYOTE VALLEY'S COMPETITIVE POSITION

■Create Workspace Environments that Add Value — Distribute near:

Traffic routes

Retail/services

Water features

Open space

Transit

Housing

Provide for Realistic Phasing Plan –

Goal of 50,000 jobs likely to take several decades

Low-rise and large-scale uses most likely in near-term

Mid-rise and high-rise in increasing demand over long-term

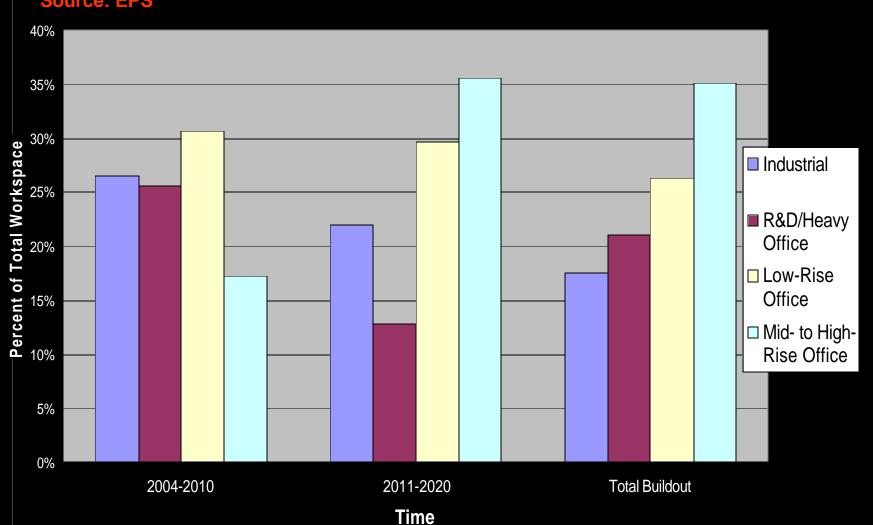
Feasibility of structured parking will increase over long-term

Create value-adding features as early as possible

Allow flexibility for changing conditions









WORKPLACE STRATEGIES
ECONOMIC DEVELOPMENT STRATEGY The New Workplace

EFFICIENCY ASSUMPTIONS BY BUILDING TYPE (2000-2020)							
	INDUSTRIAL AND WAREHOUSE	R&D/ "HEAVY"	LOW-RISE OFFICE	MID/ HIGH-RISE OFFICE	RETAIL	INSTITUTIONAL/ OFFICE	
Square Feet Per Employee							
2001-2010	500	350	300	300	500	350	
2011-2020	500	300	250	250	500	350	
Floor-to-Area Ratio							
2001-2010	.5	.35	.5	.8	.25	.25	
2011-2000	.5	.45	.55	1.2	.35	.35	



WORKPLACE STRATEGIES
ECONOMIC DEVELOPMENT STRATEGY

The Base of the Next Wave

	Sm	iall	Medium		Large
	<10	10-35	35–100	100-1000	1000+
Share of Workers	12%	18%	21%	34%	15%
Share of Companies	70%	19%	7%	3%	1%
Number of Workers	43,810	63,580	74,960	120,290	52,930
Number of Companies :	13,070	3,440	1,320	540	20



WORKPLACE STRATEGIES ECONOMIC DEVELOPMENT STRATEGY The Base of the Next Wave

AVERAGE FIRM	SIZE FOR S	AN JOSE INDUSTRIES	
Computer & Communications	278	Business Services	19
Semiconductors	93	Miscellaneous Manufacturing	17
Electronic Components	79	Software	17
Corporate Offices	75	Health Care	14
Bioscience	72	Retail/Consumer Services	14
Visitor	48	Bldg/Construction/Real Estate	11
Transportation/Distribution	22	Innovation Services	10
Industrial Supplies and Services	22	Financial Services	10

SOURCE: EDD ES202, 2002



WORKPLACE DISTRIBUTION

Workplace Distribution and acreage- <u>all firms</u> (2003 Economic Development Strategy post 2010 sf/job & FAR)							
Jobs	45000						
	% of workplace	Jobs/sf	% Of Jobs	# of jobs	Building Area	FAR	Land Area Acres)
Industrial	18%	500	10.3%	4,629	2,314,286	0.5	106.3
R&D	21%	300	20.0%	9,000	2,700,000	0.45	137.7
Low Rise Office	26%	250	29.7%	13,371	3,342,857	0.55	139.5
Mid-High Rise office	35%	250	40.0%	18,000	4,500,000	1.2	86.1
Totals	100%		100%	45,000	12,857,143	r	470

WORKPLACE STRATEGIES
ECONOMIC DEVELOPMENT STRATEGY The New Workplace

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Workplace Requirements Are Changing: Cleaner, Vertical, Smaller Scale

Structural Shifts in the economy have been changing the kind of work that takes place in Driving Industry companies and the kind of work environments that they want in the future.

But, It is Important to Have a Range of Land/Building Options Available, and to Preserve the Integrity of Certain Unique Empoyment Subareas.

Despite opportunities to recycle and intensify already-developed sites, some companies will want the option of developing larger campuses on greenfield sites (e.g. North Coyote Valley). It is important to retain vacant lands for this opportunity, which San Jose offers uniquely among Silicon Valley cities.



WORKPLACE DISTRIBUTION

Vision and Expected Outcome 3:

The line between North and Central could be erased to allow for mix-use throughout as long as 25,000 housing units in Central and 50,000 jobs in North remain as a base.

Then, jobs can be added in Central Coyote and housing in North Coyote to achieve mixed-use or develop a *property owner agreement* to "trade" jobs and housing counts to achieve mixed-use goal.

WORKPLACE STRATEGY

66

- •600-800 Firms to accommodate 50,000+ Industry Driving Jobs Accommodate Big Parcels
 Suburban/Bucolic Feel- (Past Industry interest in Coyote)
- •KEEP MOST Industry Driving jobs in big blocks
- •WHY BIG BLOCKS

Original Concept was 50-acre minimum

Large User – Deal Driven

Preserve Big Blocks

Bio Tech Criteria

1000 ft from residential/children

800 ft from creek

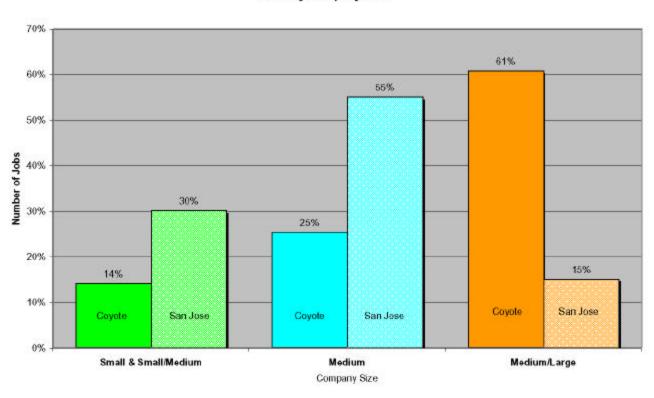
Distance vertical to groundwater



- •The CAMPUS
 - Academic Individual Corporation Multi-Corporation (exit strategy)
- •EASIER TO SUBDIVIDE THAN ASSEMBLE
 Flexibility
 Likely To Go Toward Smaller Users/Finer Grain
 (Based on city statistics and planner belief)
 Encourage More Integrated, Urban, Finer Grain
- •ACCOMMODATE SURFACE PARKING Encourage structured parking
- Encourage "Not So Purpose Built" Building Exit Strategy Changing Uses



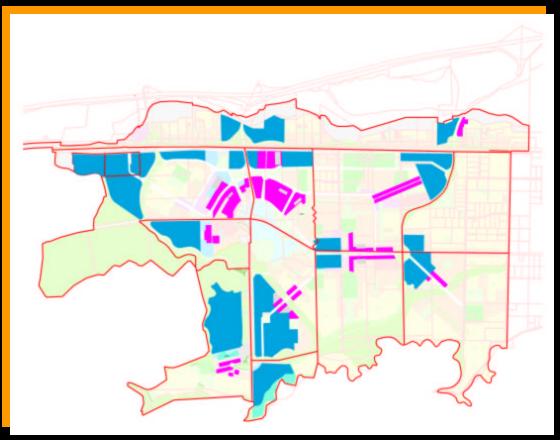
Jobs by Company Size





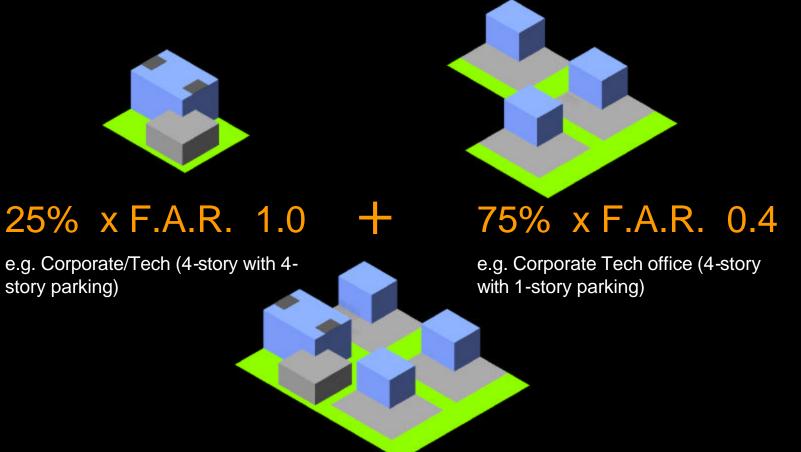
Workplace Alternative 1

69



Expand work area to accommodate an average FAR of .55

WORKPLACE STRATEGIES
ECONOMIC DEVELOPMENT STRATEGY

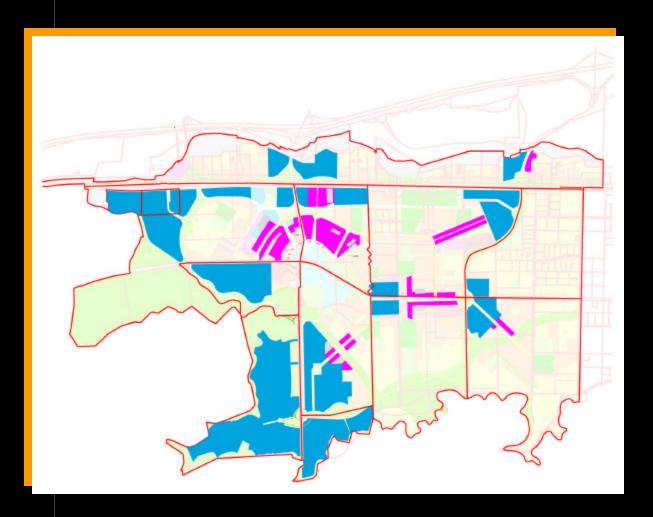


= F.A.R. 0.55

Weighted Average F.A.R.



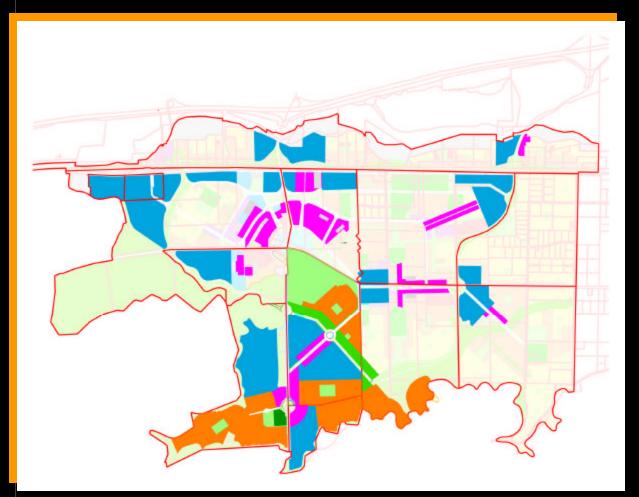
Workplace Alternative 2



Make IBM and Xilinx and most of Cisco 100% employment



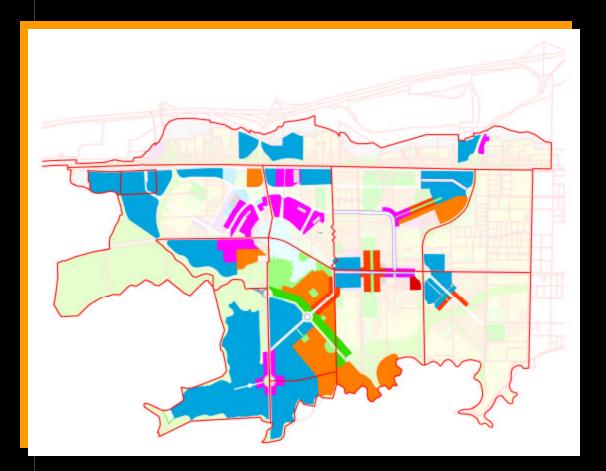
Workplace Alternative 3



Shift the Parkway to follow Fisher Creek and expand the residential neighborhoods in IBM and Xilinx property



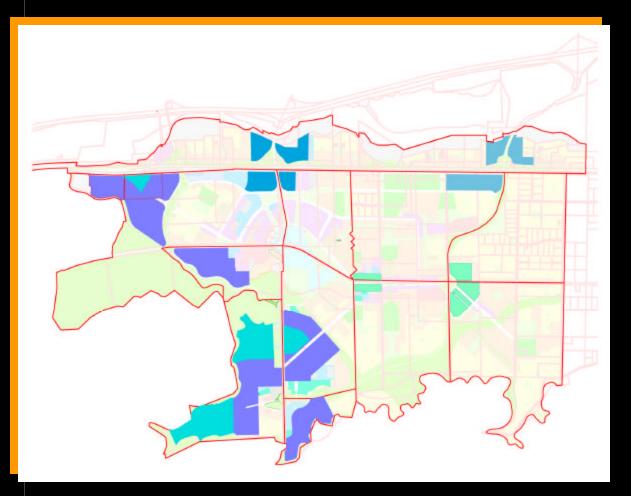
Workplace Alternative 4



Increase employment in IBM and Xilinx with small employee serving mixed use core

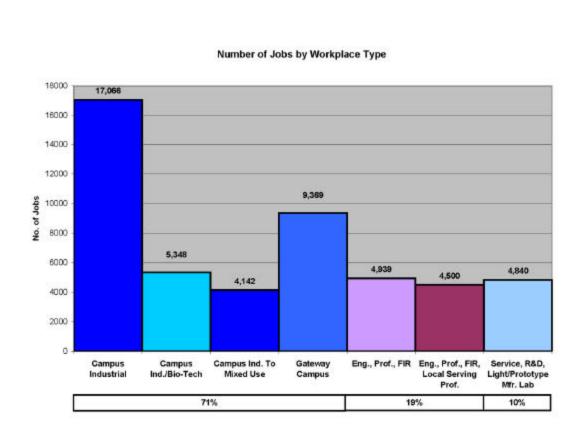


Workplace Alternative 5



Accommodate a mixed use district within IBM and Xilinx property to focus on housing and services for young recruits







WORKPLACE & OVERALL LAND USE





WORKPLACE & OVERALL LAND USE

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WORKPLACE STRATEGIES
ECONOMIC DEVELOPMENT STRATEGY

Today's Bad News

From 1993 through 2000, Silicon Valley's fourth major wave of innovation—commercialization of the Internet and a sustained national and international economic expansion brought strong growth in jobs, income, and revenue to San Jose and other communities in the area. The San Jose metropolitan area added 282,000 jobs, and the unemployment rate fell below 2%.

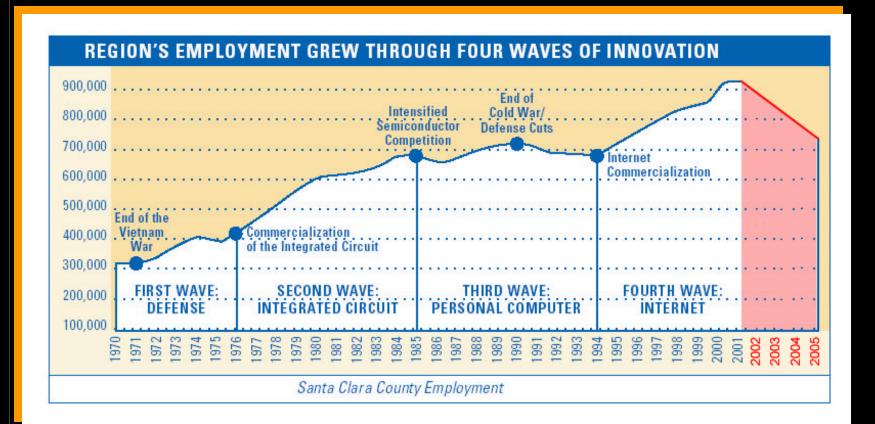
Since the beginning of 2001, the San Jose metropolitan area has lost more than 200,000 jobs. This situation has raised a tremendous amount of concern about the region's ability to regenerate.

San Jose's City leadership viewed the downturn as the ideal time to develop an economic strategy that can help guide policies, projects, and investments for the next five years.

Silicon Valley has 54.9 million square feet of vacant space. Of this, 20 million square feet is estimated to be functionally obsolete vacant space (i.e., "tear down space") that is not likely to ever lease again. (Note: this does not include occupied buildings.)



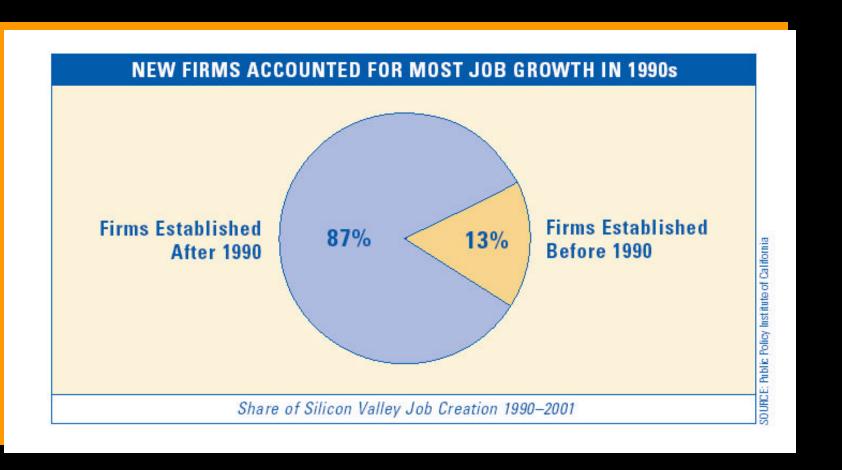
WORKPLACE STRATEGIES
ECONOMIC DEVELOPMENT STRATEGY





WORKPLACE STRATEGIES
ECONOMIC DEVELOPMENT STRATEGY

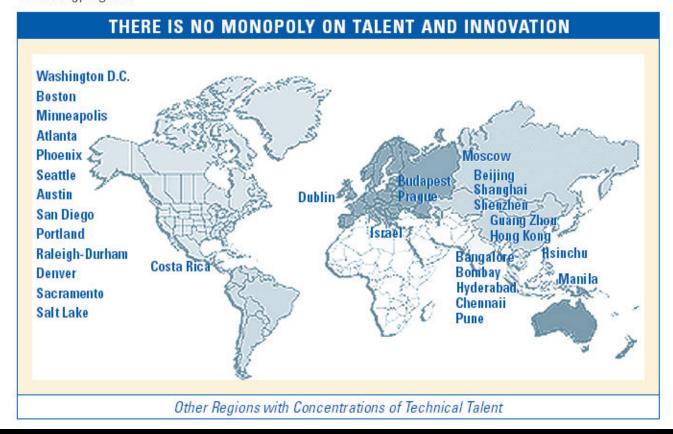
The Base of the Next Wave





WORKPLACE STRATEGIES
ECONOMIC DEVELOPMENT STRATEGY
The Base of the Next Wave

San Jose/Silicon Valley no longer has a clear monopoly on technical talent and innovation. We need to view our community as a player in a global network where other communities are carving out their niche. We are no longer the unrivaled center of the high-tech universe, but we play a unique role in a network of technology regions.





WORKPLACE STRATEGIES ECONOMIC DEVELOPMENT STRATEGY Perceptions

We may see new occupations linked to leadership of global businesses. Though we may lose jobs to regions with lower cost structures, we may develop new occupations and skill sets in areas like global R&D management, global logistics, or global sales and customer support.

"You can't get all the talent in the world to move to Hyderabad.
You can get them to move to Silicon Valley."

—Steve Ballmer Microsoft

Companies Constantly Question Our Community's Value-Cost Proposition

Because they have other location options and face pressure to control costs, companies within Driving Industries constantly reevaluate San Jose/Silicon Valley's value proposition as a business location.

This reevaluation is especially true for established firms.

To stay competitive as a community, companies must perceive that the advantages of operating in San Jose—in terms of productivity and innovation—outweigh the cost disadvantages. Cost disadvantages include both direct costs (labor costs, real estate costs, taxes and fees) and transactions costs (traffic congestion, recruiting costs, permit uncertainty and delay).



WORKPLACE STRATEGIES
ECONOMIC DEVELOPMENT STRATEGY

Perceptions

"San Francisco is widely understood. Stanford is understood. The Silicon Valley phenomenon is understood. But San Jose is not understood by many—even those who should know better."

Urban lifestyle only emerging—Companies report difficulty attracting in nontechnical talent to commute or live south of Palo Alto. They report a perception that San Jose has little to offer people who aren't strictly into technology or suburban family living.

WORKPLACE STRATEGIES
ECONOMIC DEVELOPMENT STRATEGY

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Perceptions

DRIVING INDUSTRY PERCEPTIONS OF SILICON VALLEY			
Advantages	Concerns		
Geographic concentration of technology companies	High labor costs because of high housing costs		
Venture capital	Traffic congestion, and incomplete transit network		
Technology innovation and entrepreneurship	California-specific regulatory costs		
Breadth and depth of technology expertise	Unstable, expensive energy supply		
Global "best and brightest," experienced talent			
Research institutions			



WORKPLACE STRATEGIES
ECONOMIC DEVELOPMENT STRATEGY

Perceptions vs. Corporate Criteria

Technical Talent Is the #1 Requirement; Housing Cost Is the #1 Deterrent

Companies within Driving Industries say that their top requirement for future success in San Jose is the ability to attract, retain, and develop the best technical talent, especially engineers.

Companies need a steady stream of young talent and to attract and retain technical superstars. Even in times of economic downturn, companies compete aggressively for top talent—technical as well as managerial.

The primary deterrent to attracting and retaining needed technical talent is our area's high cost of housing. According to numerous executive polls, the affordability of housing—especially ownership housing—deters talent from moving here and raises salary requirements that companies must pay. People also have concern about other quality-of-life factors, especially K—12 education and traffic congestion.

Quality of life is also important for entrepreneurial vitality and the start-up of new firms. Previous research has shown that a primary factor determining a high-tech start-up's location is where its founder would like to live (Cooper and Folta, 2000).



WORKPLACE STRATEGIES ECONOMIC DEVELOPMENT STRATEGY San Jose's Workplace Vision

VISION FOR SAN JOSE

As the Capital of Silicon Valley, and the largest city in the world's leading region for innovation, San Jose is...

- A Global Gateway, a cosmopolitan, international city for leading businesses and talent from around the world
- A Creative Community that pioneers innovation within and across technology and business, culture
 and society
- An Entrepreneurial Environment where people from all walks of life start and grow companies that
 achieve their dreams
- A Tech-Savvy City that uses and showcases technology to improve daily life
- A Place of Opportunity, where residents find a range of rewarding employment opportunities and support to participate in the economy
- World's Most Livable Big City, with diverse and distinctive qualities of life!



WORKPLACE STRATEGIES
ECONOMIC DEVELOPMENT STRATEGY

San Jose's Workplace Vision

Business Function	San Jose/SV Role	Other Regions Internationally	
Strategy/Leadership	Start-Up Headquarters		
R&D	R&D leadership/project mgmt. Cutting-edge, creative R&D Front-end design/architecture Prototype development/ engineering	Well defined, routine R&D/engineering Software development Chip design centers	
Manufacturing	Sophisticated light assembly Prototyping linked to engineering Internal "boutique" fabs	Routine production, assembly, test Electronic systems, subassemblies Contract chip foundries Chip test/program	
Marketing & Sales	Marketing/sales leadership High-end customer care Face-to-face interaction with local HQ	Telemarketing/Internet marketing Regional marketing/sales/distribution close to customers	
Customer Support/ Business Operations	Operations suppliers/services outsourced locally	Business back office Customer support Technical support Routine HR/finance/admin	



WORKPLACE STRATEGIES ECONOMIC DEVELOPMENT STRATEGY

Regeneration

"Creative Destruction" Is the Norm

Our Driving Industries operate in a world of continuous, unpredictable, often volatile change. Nothing is fixed or certain. Successful companies constantly adjust to changes in markets, technology, and competition. They change, advance, and decline at a very fast pace. Tremendous creativity and destruction occur side by side within companies, industries, and our overall economy. Companies expect that this dynamism will only increase in the future.

Consider the following findings from the Public Policy Institute of California:

- 87% of the region's job growth in the 1990s came from firms that did not even exist before 1990.
- Almost 46% of firms that started in the 1990s were out of business by age ten years.
- Of the 40 largest tech companies in Silicon Valley today, more than half did not even exist in 1982.
- Only 4 of the 40 largest tech companies in Silicon Valley today were on the Top 40 list in 1982.

"At any given time, 75% of our people are working on tomorrow's revenues."

—CEO, fabless semiconductor firm

- We should expect constant, unpredictable change. We will not have a fixed set
 of industries, companies, and jobs.
- High rates of business start-up and closure will go hand in hand.
- The City must be timely, responsive, and flexible in our interactions with industry.
- The City should provide certainty wherever possible, to counter companies' uncertain world.
- Our community's long-term advantage must be adaptation.



WORKPLACE STRATEGIES ECONOMIC DEVELOPMENT STRATEGY Innovation

New Waves of Innovation Are Possible

San Jose, Silicon Valley, and the Bay Area have the opportunity to benefit from a next wave of innovation and entrepreneurship. This next wave could generate more venture investment, companies, and, ultimately, jobs.

Several specific opportunities emerge from our region's current areas of technology expertise, both within companies and in universities and research institutions.

Coyote Valley will be totally wireless

"Build Out" of the Internet, especially mobile and wireless Internet access—Strong signs suggest
deepening of information and communications technology as we move past the first phase of the Internet
to the mobile Internet.

Smaller local serving software companies

Software middleware and enterprise applications—We can expect continued advances in software
middleware and applications that help people and organizations reap productivity advantages from the Internet.

Designate safe biotech sites in Coyote valley

- Bioscience—Across the Bay Area, drug and diagnostic companies are moving through their life cycles from R&D to commercialization. Biotechnology and pharmaceutical industries are converging to bring more drug and health products to growing markets. Demand for manufacturing and commercial capabilities will increase.
- Convergence of information technology and biotechnology—Major advances in biotechnology can
 intersect with information technology and create new commercial opportunities in areas like individualized
 medicine, bioinformatics, biomaterials, biochips, and biologically based computers. Medical devices
 (bioengineering) require a multidisciplinary talent pool suited to Silicon Valley expertise—biologists,
 computer scientists, engineers, chemical and physical scientists.



WORKPLACE STRATEGIES ECONOMIC DEVELOPMENT STRATEGY Innovation

New Waves of Innovation Are Possible

- Nanotechnology—The eventual commercialization of nanotechnology could result in revolutionary product innovations across a range of industries, including computer and chip manufacturing.
- Convergence of information technology and art/design/media. Product innovation at the intersection of
 computer science and the creative arts, including design and media, is growing. This growth builds on advances
 in the 1990s in areas like computer graphics, computer-aided design, computer games, digital video, new
 media, virtual environments, and electronic publishing, to name a few. Creative interaction can result in
 new products, companies, industries, and cultural experiences.

Our region's ability to harness these waves depends on recognizing new realities, redefining our role, and renewing our strengths.

Direct market to a venture capital firm in Coyote Valley town center

Venture-backed start-ups and research institutions will play important roles in driving innovation in next-wave fields. To date, San Jose has not had even a proportional share of venture-backed start-ups, relative to its population and job base. Through the 1990s, only 20% of the region's venture-backed firms were based in San Jose. And, of the 191 companies that received venture investment in the first half of 2003, only 17 were in San Jose.

Gavilan??..Perhaps an East Coast Ivy League or Foreign Institution

The leading Bay Area research institutions pioneering work in nano-, bio-, and info-technology are not in San Jose. These institutions include Stanford University, NASA Ames, University of California-Berkeley, University of California-San Francisco, SRI International, and Lawrence Livermore National Laboratory. San Jose State University is becoming more research-oriented and has world-class expertise in niche areas.



LAND USE INTENSIFICATION STRATEGY

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Intensify workplace by using structured parking to allow a greater proportion of family housing



LAND USE INTENSIFICATION STRATEGY

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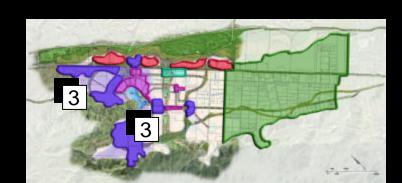
Intensify workplace by using structured parking to allow a greater proportion of family housing





Structured District Parking

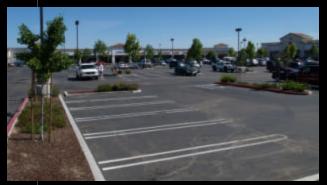






LAND USE INTENSIFICATION STRATEGY

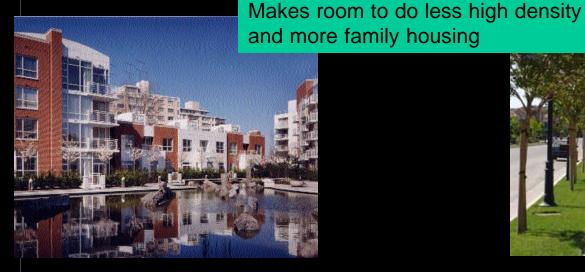
Intensify workplace by using structured parking to allow a greater proportion of family housing





Going from surface to structured parking









Levi's Plaza Example



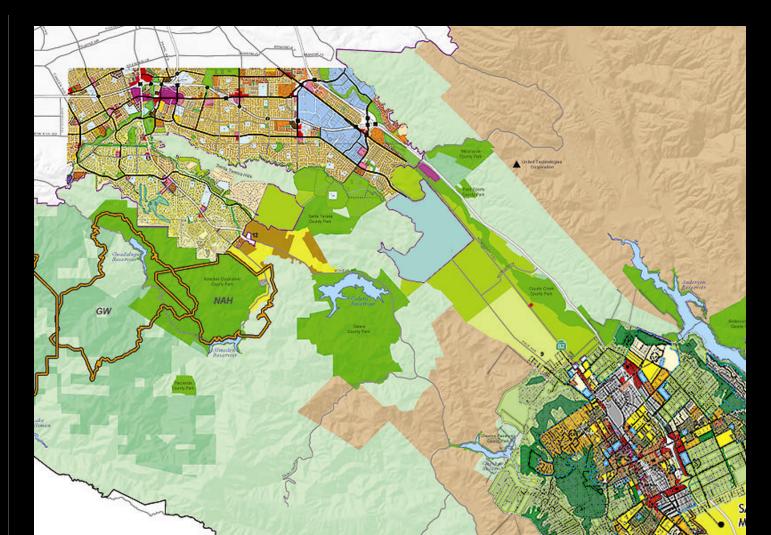


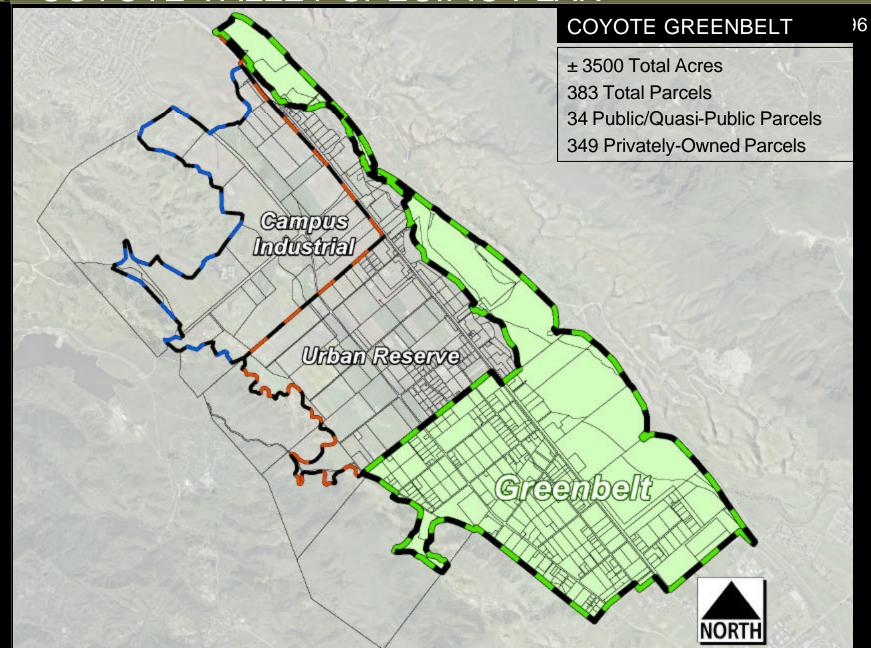


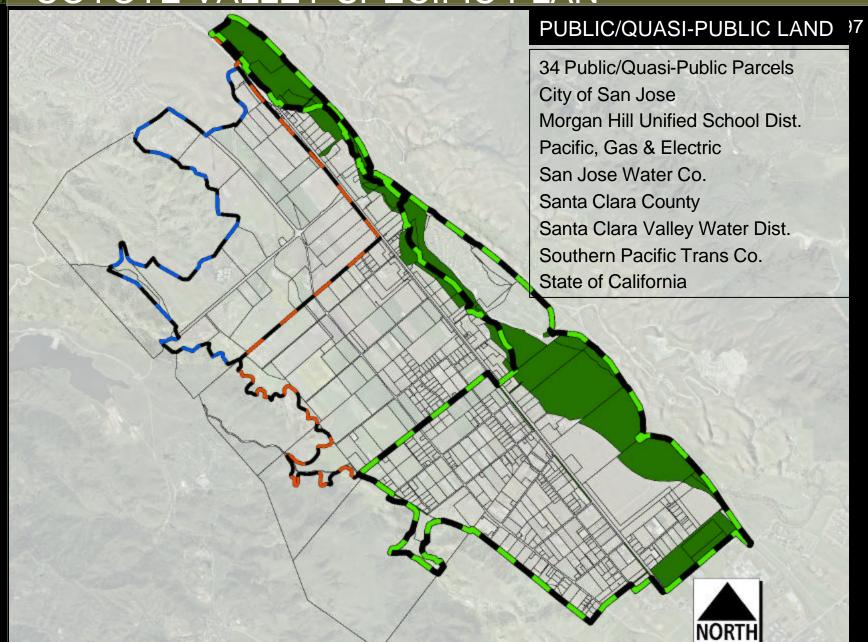


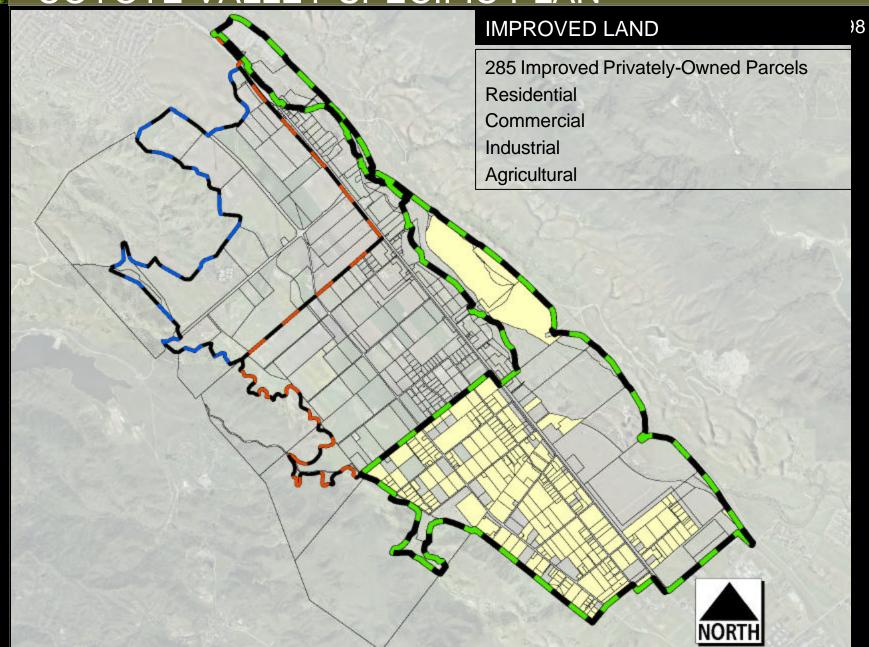


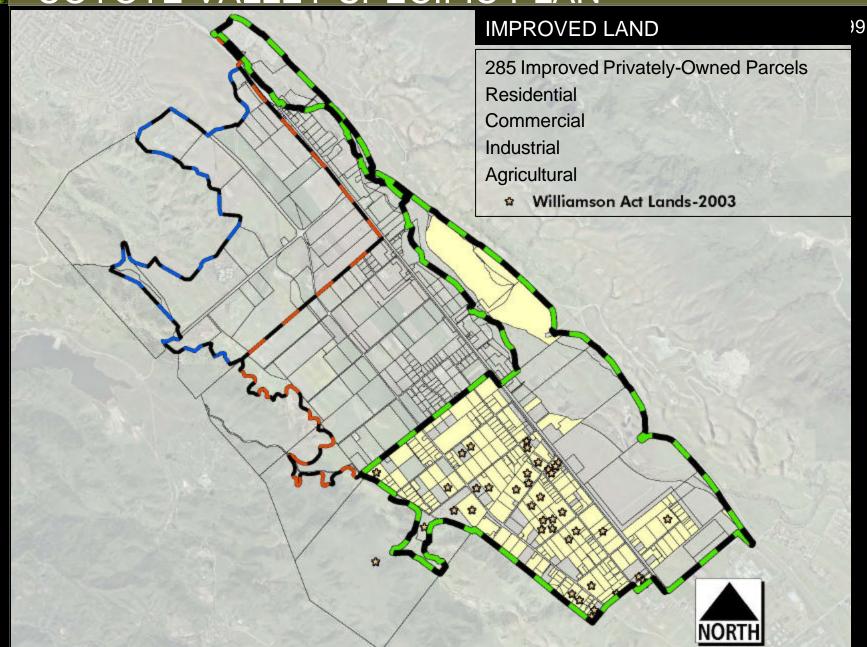
• General Plans-Land Uses



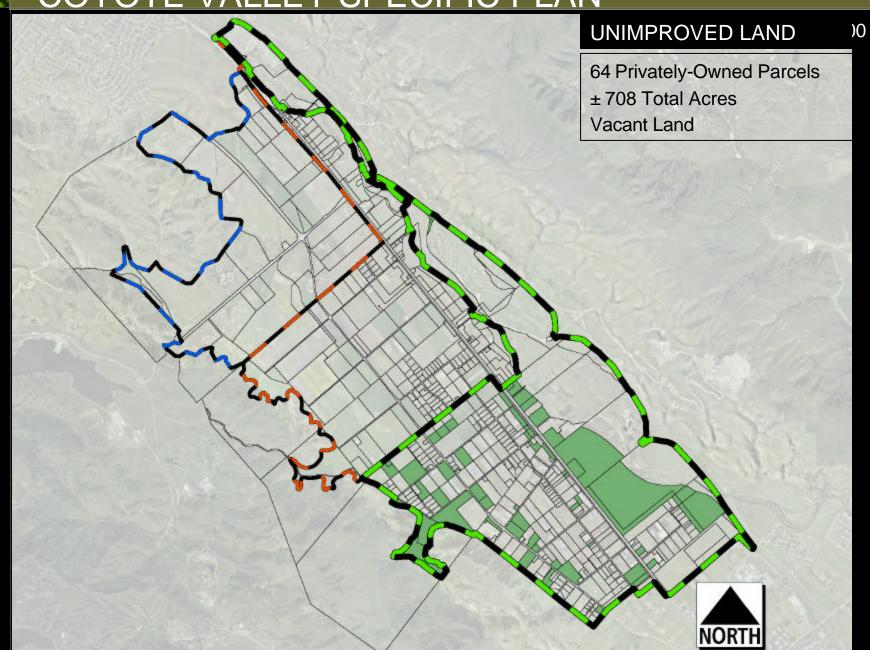


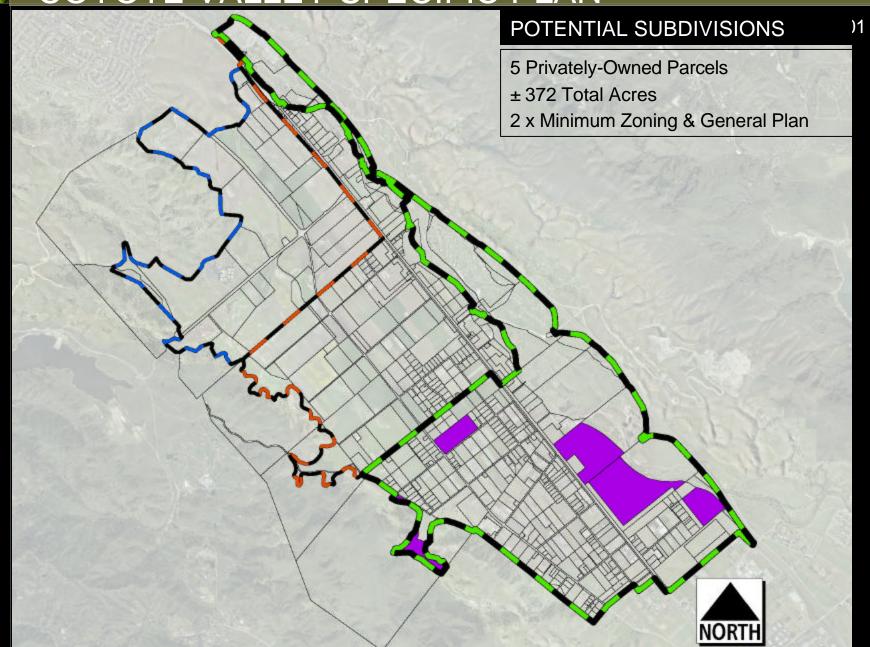




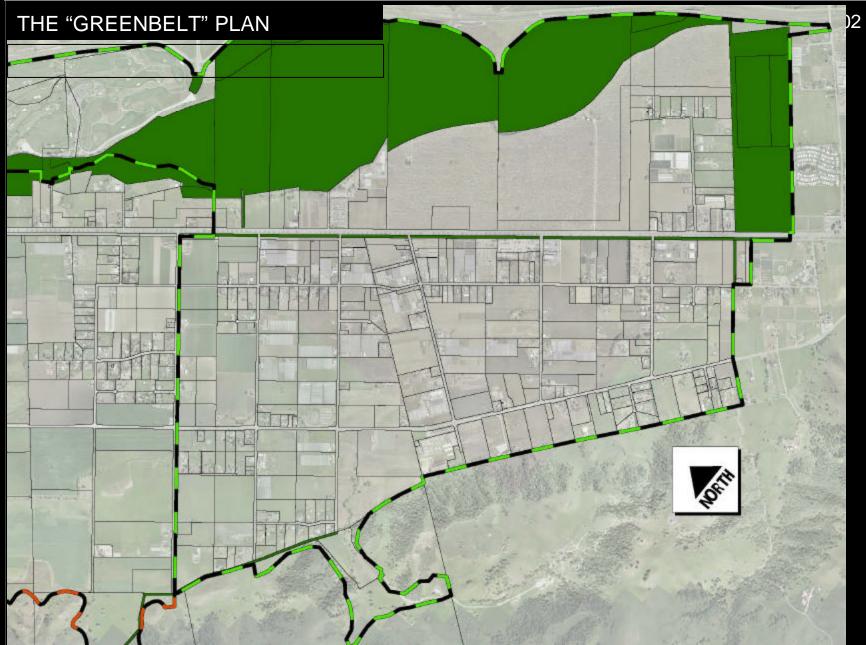


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•Greenbelt Agricultural Land

AG. USE	ACRES	AG. SUPPORT USE	ACRES
Orchard	347.4	Ag. Industry	31.5
Olives	25.4	Veterinarian	18.2
Nuts	16.1	Telecom	7.8
Vineyard	121.8	Farmworker Housing	17.9
Animal Pasture	212.8	Septic Field/Animal Feed	12.8
Equestrian	50.0	Ag. Enterprise/Homes	12.0
Turf	66.9	Church	2.8
Flowers	35.1	Subtotal	103.0
Row Crop	339.7		
Nursery	70.0	Total Agriculture Land Trust	1,485.7
Christmas Trees	20.2		
Mushroom	42.5		
Education Agriculture	34.8		
Subtotal	1382.7		

















COYOTE VALLEY SPECIFIC PLAN LAND USE STRATEGIES

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• Workplace, Living, Culture, Recreation, Open Space, Agriculture

